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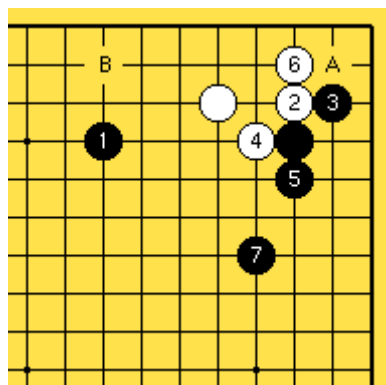
Gentle Joseki, part IX by Pieter Mioch

The Patterns

As usual I've underestimated the amount of even the most basic diagrams concerning the 4-3 point. There is no way on earth I can tell all the things you should know in order to be able to start feeling confident in your own games when playing 4-3. The ko-moku move is low, as I said before and if there's one thing you should try to pick-up from Gentle Joseki 8 and 9 it is that the 4-3 move lacks in attacking strength because of it.

Well, that was one something which deserves a single episode by itself but, alas, not this time. I'll continue with where I let off in Gentle Joseki XIII and when I have some 20 diagrams I'll call it a day.

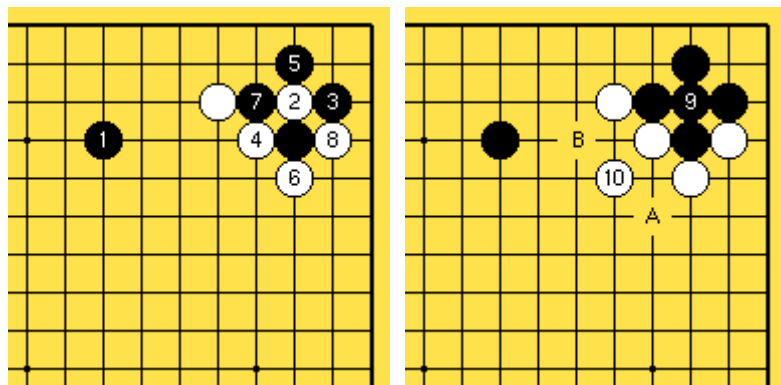
White Attaches



After a white approach move to the ko-moku stone playing a pincer is the most likely way to lead to unpredictable and difficult situations. In dia 1 blacked played the two space high pincer. White has plenty of choice in how to answer this pincer. The white answer I'd like you to memorize by heart though is the attachment (tsuke) of white 2. This is **the** move white has to keep things simple and settle himself without messing up too much. After black 7 white can play at either A or B to settle his stones. Because of having two options white can play elsewhere without having to worry.

Diagram 1

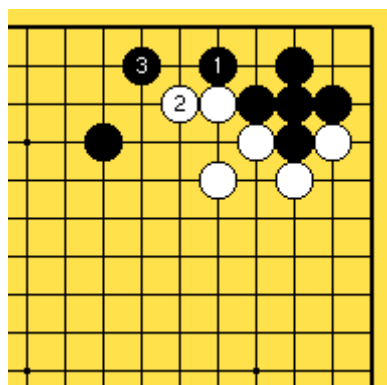
Playable But Not So Many Eyes



The dias 2 and 2a show that black can counter at 5 instead of letting white get easy eye shape. After white 8 it is 98% out of the question to even consider fighting this ko when playing black. Black 9 in dia 2a is natural and white 10 might look cool, but?..White should not be too happy with his shape. As black's corner is alive black could very well choose to peep at A and B and continue attacking the white stones. White should be able to handle himself, of course, but for the time being his stones have no eyes and feel a kind of heavy.

Diagram 2 & 2a

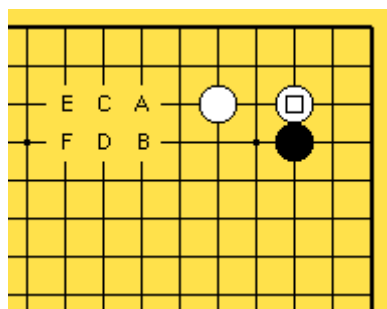
a Genuine Joseki



This is, as an exception to the normal Gentle Joseki approach, a genuine joseki. Black 1 in dia 3 shows the "go steady" attitude. After white 2 black can hook up his stones with 3. Black is satisfied (even though he's a bit low)

Diagram 3

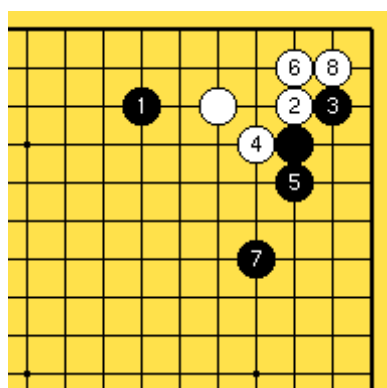
Always Works



Dia 4, in short with **all** the pincers A-F the attachment play of white 1 is possible. It most of the time works similar to the dias I just showed you about the two space high pincer. If black pincers at A white 1 might not be the best move, but it's still playable.

Diagram 4

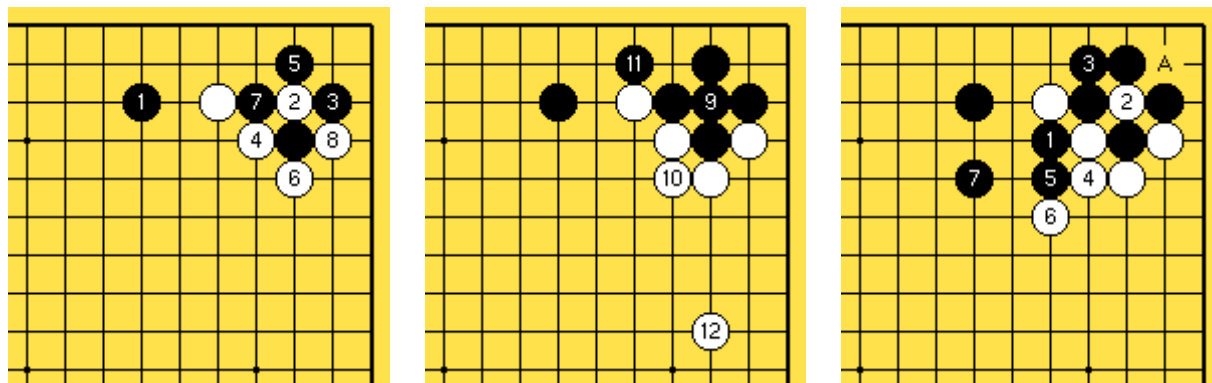
White Settles His Stones



And I do it again! It is a real joseki! Be that as it may, however, I think that this result is more than white can hope for. White settled his stones most effectively in spite of the fact that black played the sever pincer of black 1. White 8, by the way, is extremely big because white cannot extend towards the left and instead of 8 playing elsewhere (tenuki) is often a bad idea as black can take 8 and set the white stones a floating.

Diagram 5

The Attachment Works

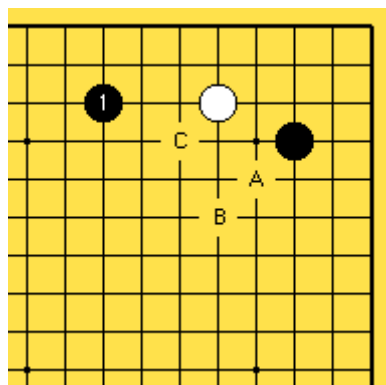


Black would like to do something, anything. The atari at 5 is a good start, now there are a number of possibilities. Filling in with black 9 is good enough, white's shape may look okay but it's a little thin and not very impressive. White 10 is correct, if one to the left the remaining peep option can help black to set up an attack.

The cut at black 1 in dia 6b is possible too. As black cannot expect to win the ko, however, filling in at 3 is the only move. Next white 4 is a nice move, this solid move enables white to later on play at A and fight ko. Without white 4 his position would most likely not survive in a ko fight. The result is more or less equal.

Diagram 6, 6a & 6b

Not So Popular



There seems to be an unwritten law or at least a silent agreement to not play the two-space low pincer of black 1 in dia 7 these days anymore. In my insei days my "sensei" (teacher) was very fond of this pincer because most of his students did not study it as thoroughly as the other, more popular pincers. I think it is an excellent play and whatever the current fashion may be by all means add this move to your standard-answers repertoire. Playing white the opposite idea to the attachment we just went over would be moving out and jumping towards the center. A, B and C are just a few possibilities which are playable with all the pincers although they're maybe not always advisable if black played any one-space pincer.

Diagram 7

I don't know about the correct line of playing too much but judging from my own games jumping out leads to "unsettling" at least a quarter of the board. I mean that often both players end up with a number of stone-strings of unclear status and feel they're in a guerilla war.

Our Ships Are Sailing the Same Direction

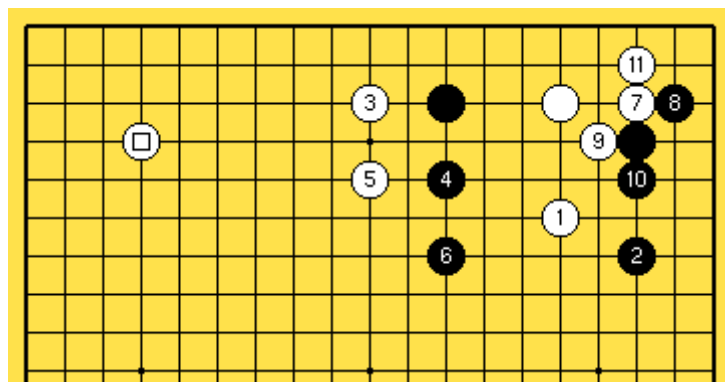


Diagram 8

One of the major options white often has when jumping out as in dia 8 is to counter-pincer. This especially is a very healthy attitude if white has the left corner. If the triangle marked stone would be black's, however, the counter-pincer could be too much for white to handle. This is, again, a joseki. All the same you cannot expect your opponent to follow suit. There are plenty of ways to make a left turn somewhere and, as a matter of fact, this is often called for.

Be never satisfied just because you memorized a joseki and got it on the board correctly. Being suspicious of the outcome is the more recommendable attitude, me thinks.

A Question

Black: Cheng Zengyu
White: Wang Yuan (+resign)
Played April 1986

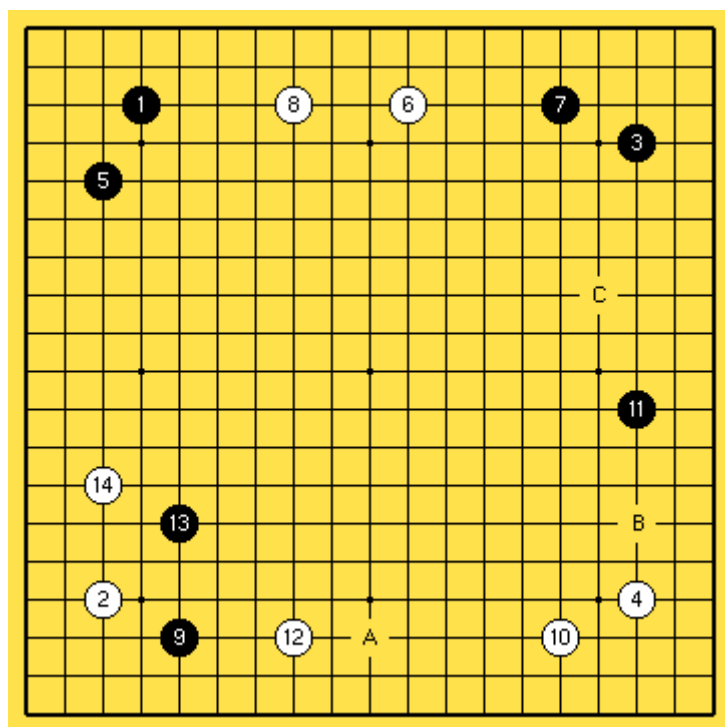


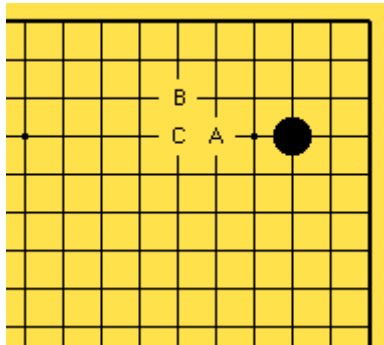
Diagram 9

Dia 9. I'm glad I could find some game from after WW2 where the two-space low pincer is played. From my search results I can say without a doubt that this move is nowhere as popular today as it was 60 years ago.

Next black to play, where would you play in your own game A, B or C? Part of the continuation of the game is given right at the end.

By the way, this is again a game where black had to resign after having played an opening making two corner enclosures (shimari). This makes six games in a row including the games I checked out for Gentle Joseki 8. I think it is time for me to start writing a thesis, proving that black cannot win a game of go when having two shimari. I still have no clue, however, why on earth two shimari would be bad but it's intriguing to find that black often loses. Still, it could very well be coincidence, of course. I'll get back to you when I checked on say 2000 games.

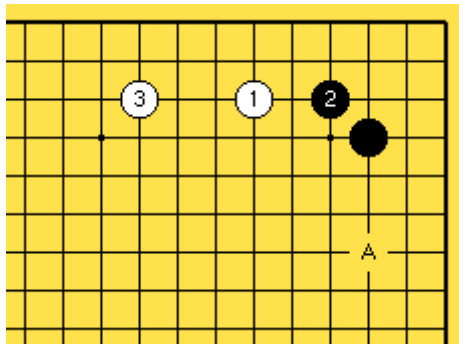
No Big Deal



In dia 10 the remaining moves I have to go over are given. You can make a big deal of the white approach moves at B and C but I think they're not.

Diagram 10

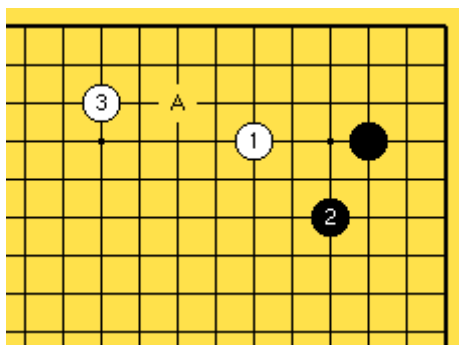
Good For Black



If white wants something on the left side he often chooses to play a little far from the corner, trying to avoid being pincerd. Well, let white do his worst and give him a second move at the left side, I say. Black 2 makes excellent shape and after white 3 black can play tenuki or make an extension in the neighborhood of A. Black gets the better part out of this exchange.

Diagram 11

Good For Black Too



The same goes for dia 12. Just stay cool and play solid moves and white only can make a thin extension towards the left, no sweat. At a fairly early stage of the game black might very well want to invade at A after which white cannot hope to capture the invasion.

Diagram 12

Diagram 13

Diagram 14

Diagram 15 B: Kato Masao W: Otake Hideo (+resign) July 1978, 2nd round Gosei title

Alternative Joseki

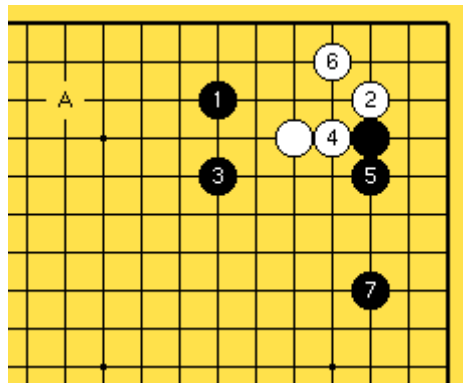
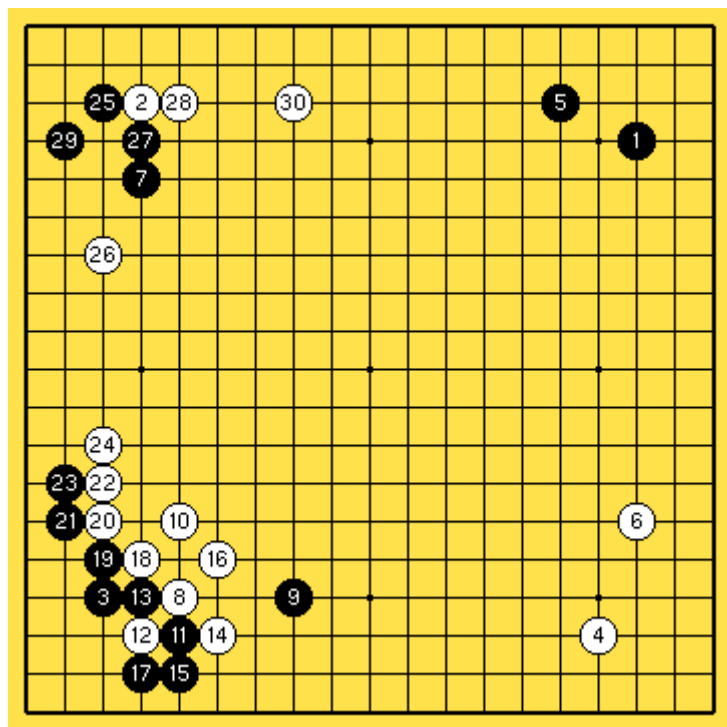


Diagram 16 shows an alternative joseki, that is to say that this might be playable but by no means common. Instead of black 7 playing at A could very well be an excellent choice.

Diagram 16

I just found another game to throw at you which I think is worthwhile. It is between a local hero, Hikosaka Naoto playing white and O Rissei who is currently one of the strongest players in Japan, if not in the world.

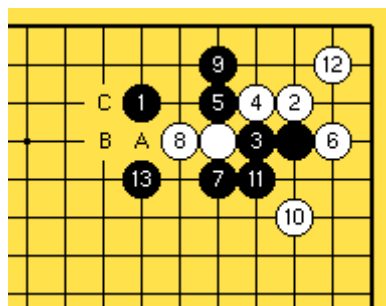
There Ain't No Such Animal



Later on in this game a big fight developed and black managed with a truly exquisite move to barely ensure life and thus killing the white stones which had only one of those things, eyes. White resigned after move 145. The joseki in the upper left corner is not all that special but the sequence of moves in the lower left is one I never saw before (and never hope to see again). White clearly made a judgment call here and decided to give black a lot of points in exchange for some stones towards the center. It seems that black is doing fine here, I wouldn't complain if this were my game.

Diagram 17

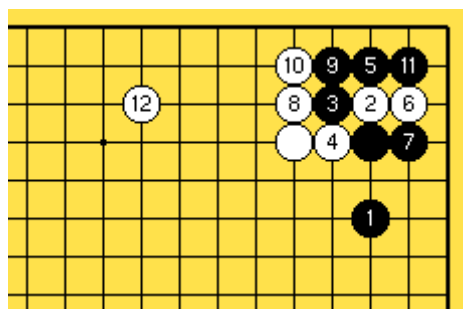
Surprise Your Club



To give you an edge at your local go club it is a good idea to have a closer look at dia 18. As anybody can tell you, normally black is supposed to play at 4 instead of black 3. The blunt move of 3, however, is possible too and an unexpectedly large number of players seem to never have heard of it. The result in the dia looks natural and very joseki like but it does favor black and white should not be satisfied with it. Black 13 neatly captures two white stones and he's happy. White should not play as docile as in the dia but should play 10 at A instead. After this all hell breaks loose as black has the fierce diagonal move (hane) at B. If black does not feel up to the difficult fighting which follows he also can stretch at C, now the result is unclear but something tells me it cannot be bad for white.

Diagram 18

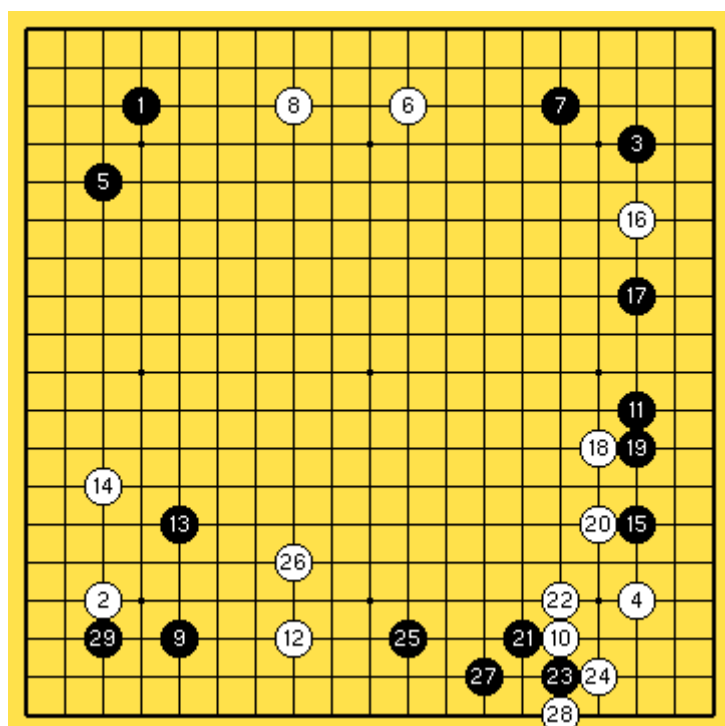
Surprise Your Club II



Dia 19. I remember as if it were yesterday that this joseki was the latest hit at the go club I was playing when I was about 6 kyu. We all thought that white was taken in big time and that black had played a cool trick joseki. Well, actually the result in dia 19 is about even and there nothing "hamete" (tricky move) about it. So, don't be surprised when your opponent does not answer as you had anticipated but instead plays hane at 3 and easily captures two stones of yours.

Diagram 19

Answer To Dia 9



Black: Cheng Zengyu
 White: Wang Yuan (+resign)
 Played April 1986
 (continuation)

Black 15 was the biggest point at the board and also helps to set up the counter pincer at 25. Notice that before starting the heavy fighting black plays 29 in order to make one and a half eye, this is always a good idea, of course.

Diagram 20

Appendix 01

Index of joseki's mentioned in this episode:

